

Automated Residential Garbage Collection



Getting Started - What to do:

- 1. Your garbage must be at the street's edge by 6:00 a.m. on your collection days. Place the cart no more than 2 feet from the curb or street's edge. If possible, your cart should be at street level.
- 2. Keep your garbage cart 5 feet away from all obstacles such as parked cars, mailboxes, telephone connection boxes, water meters, fences, and walls. Please remember that these trucks are very large and require more space to get through the streets and cul-de-sacs.
- 3. The handle of your cart should point towards your house.
- 4. All garbage must be bagged prior to placing it in your cart. This will help prevent garbage from blowing away and littering the streets. In addition, this will keep the cart cleaner and minimize odors.
- 5. Your cart should be used for your regular garbage collection service twice per week, no bags or items outside or on top of the cart will be collected.
- 6. Your garbage must fit easily into your cart. The lid of your cart must be closed to prevent littering.
- 7. Remove your garbage cart from the street's edge by 10 p.m. on your collection day. Try not to place your garbage cart at the street's edge any earlier than 8 p.m. the evening before your collection days.

Items That Cannot Be Placed in **Your Garbage Cart**

The following items are either too heavy or too dangerous for your weekly garbage collection. Please **do not** place them in your garbage cart:

- Automotive fluids
- Bricks
- Steel Roofing
- Construction Debris
- •Fluorescent bulbs
- Flooring
- •Hazardous materials •Hot ash/coals
- Insulation
- Mortar
- Plywood
- Rocks
- Yard Waste
- Sheet glass

- Batteries
- Cinder blocks
- •Concrete
- Dirt
- Stone
- Dead Animals
- Tires
- Paints
- Siding
- Shingles
- Sheet rock
- Thank you for your assistance and we look forward to serving you!

If you should have any additional questions please feel free to contact us:

City of Huntsville Solid Waste Services Department 936-294-5724 or 936-294-5743